

[FIG. 1]

2 CONTROLLER PAD
3 CD-ROM DRIVE
5 COMMUNICATION DEVICE
103 MAIN MEMORY
104 GRAPHIC MEMORY
105 SOUND MEMORY
106 BACKUP MEMORY
108 VIDEO ENCODER
109 SOUND PROCESSOR
110 D/A CONVERTER
111 BUS ARBITER

[FIG. 7]

226 MOVEMENT MODE DISTINCTION UNIT
228 FUNCTION SELECTING UNIT
 OPERATIONAL SIGNAL
230 STANDARD OPERATIONAL STATUS DETERMINATION
232 RELATIVE POSITION CONTROL UNIT OF CONTACT POINT AND BALL
234 PROCESSING EXECUTION UNIT
236 LOCK-ON SELECTION UNIT
 OPERATIONAL SIGNAL
238 SPECIAL OPERATIONAL STATUS DETERMINATION
240 RELATIVE POSITION CORRECTION UNIT OF CONTACT POINT AND

BALL

242 PROCESSING EXECUTION UNIT

[FIG. 8]

SWING ACTION CONTROL ROUTINE

250 WHAT IS OPERATION MODE?

STANDARD MOVEMENT

252 OPERATIONAL STATUS DETERMINATION OF PLAYER

254 SWING MOTION

256 RELATIVE POSITION CALCULATION OF CONTACT POINT POSITION
AND BALL

258 MOVEMENT DIRECTION CALCULATION OF BALL

260 BALL DISPLAY CONTROL

SPECIAL MOVEMENT

262 AURA DISPLAY ELIMINATION

264 SWING MOTION

266 BALL POSITION CORRECTION

RETURN

[FIG. 11]

AURA GENERATION CONTROL ROUTINE

300 TIME FOR AURA GENERATION?

302 CAMERA VIEWPOINT POSITION RECOGNITION

304 AURA DISPLAY OMITTED

306 DISPLAY RESPECTIVE COLLISION BALLS ON PROJECTION SCREEN
308 DECIDE CENTER OF PROJECTION CIRCLE OF REFERENCE COLLISION
BALL
312 POSITION CALCULATION OF FARTHERMOST PORTION OF RADIAL
LINES AND PROJECTION CIRCLE OF RESPECTIVE COLLISION BALLS
314 EXTEND $+\alpha$ TOWARD RADIAL LINES
316 CONNECT FINAL CONTOUR POINT AND SET AURA GENERATION AREA
318 AURA DISPLAY CONTROL
RETURN

[FIG. 14]

GAME START MEANS

GAME IMPLEMENTATION MEANS

INCLINATION MEANS

ROLLING MEANS

ORIENTATION MEANS

BALL ROLLING STATUS DETECTION MEANS

CHARACTER MOVEMENT SELECTION MEANS

GAME OVER DETERMINATION MEANS

[FIG. 15]

GAME START

1500 GAME PROCESSING
1502 BALL ROLLING ON INCLINED PLATE FACE
1504 GENERATION OF CHARACTER BEHAVIOUR SELECTION
1506 CHARACTER FRONT FACE SETTING
1508 COLLISION DETERMINATION AGAINST BALL
RETURN